



disinformation

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For immediate release
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The Disinformation Company presents well known author's graphic novel debut

From the literary imagination of **Douglas Rushkoff** and the drawing table of indie comic book artist **Steph Dumais** comes a strange new tale that takes place on the front lines of the thought wars. **Club Zero-G** marks the first fiction release from The Disinformation Company as well as Douglas Rushkoff's first entry into the graphic novel format—in which a visual narrative is used to tell a story. Published in conjunction with comics imprint Mad Yak Press, **Club Zero-G** delivers America's answer to Japan's manga (printed cartoons). It is a mind-altering journey into a universe where consensus reality is up for grabs.

The story follows Zeke, a gangly, unpopular, 19-year-old college student—a townie who also happens to attend the elite college in his community—who has discovered a terrific new club where he is accepted and popular. There's only one catch: everyone at the club is dreaming. It only exists in the shared dream consciousness of its participants—if at all.

As Zeke descends further into the Club Zero-G reality, he learns that this shared dream space is actually a psychic field created by four mutant children from the future—the last of their kind, conceived by human space travelers in zero gravity and exhibiting strange deformities and abilities. Living in a future where independent thinking is considered a threat to “consensus,” they are hunted by the authorities, and seek the help of teens from the 21st century who, they hope, can still alter the course of reality.

But Zeke eventually learns this is all a set-up, and he is being used by the militaries of the present and the future as a portal into the psychic field of the Zero-G kids, so they can be destroyed. Unless, of course, he is just going mad.

The battle for Zeke's mind becomes an interdimensional battle for reality itself, in this daring, adult, American, animé adventure. This mind-expanding graphic novel offers an allegory for today's highly managed collective psyche, and a hint at the power available to anyone willing to step out of the story in which we are living.

Club Zero-G is yet another collaboration between Douglas Rushkoff and The Disinformation Company, which includes Douglas's presentation at the Disinfo.con 2000 conference as well as his contribution to *You Are Being Lied To*, an anthology published by Disinformation in 2001. Douglas's interest in using the graphic novel format stems

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from his view of the genre as a way to share the challenging ideas of his previous books with a new audience, in a more subversive way. His book *Coercion* and documentary *The Merchants of Cool* both highlighted how kids are being brainwashed by corporate America. His recently published book *Nothing Sacred: The Truth About Judaism* details how Judaism was meant to end religion—much to the chagrin of organized Jewish institutions. Now, Douglas is going under the radar—directly to the kids—and telling them they're in charge of this reality. According to Douglas, “graphic novels are a sweet spot in youth cultural consciousness.”

Club Zero-G will officially debut to the book trade in June at Book Expo America in Chicago and to the comics trade in July at Comic-Con in San Diego. Disinformation will have booths and Douglas will be appearing at both events.

Douglas Rushkoff is an author, media personality and a professor at New York University. He has written eight books on media and culture, as well as the novels *Ecstasy Club* and *Exit Strategy*. *Nothing Sacred: The Truth About Judaism* was published by Crown in April 2004. His work has been translated into twenty-five languages. He appears on CBS *Sunday Morning*, NPR's *All Things Considered* and in *Time*, the *New York Times*, and periodicals around the world. He was a correspondent and consulting producer on the PBS *Frontline* documentary *The Merchants of Cool*. He lives with his wife Barbara in Brooklyn.

Steph Dumais is a graphic designer, web developer and comic artist. He is the creator of the *Zombie Commandos From Hell!* independent comic series and has designed album covers for various bands within the industrial music scene, including a compilation soundtrack for his own comic series.

A limited number of review copies are available to the media. Please send your name, address and affiliation to Anne Sullivan at anne@disinfo.com, or call 212-691-1605, to request your copy.

Douglas Rushkoff, author
Steph Dumais, artist

Club Zero-G

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